

# 12 NEW FEATS

**F**eats are taken in place of a character's stat increase when they level up; they are intended to give the players a talent or special ability out with their standard class progression. They represent additional training or experience that enables the character to do something beyond the ordinary. See the PHB for a list of the standard feats available. The below are a few new feats that can be incorporated into 5e D&D on agreement with your DM: Aerial Aggressor, Animal Whisperer, Attunement, Dirty Fighter, Master of {melee weapon}, Master of {ranged weapon}, Parkour, Specialist, Sprinter, Unstoppable, Vandal, Water Baby.

Note that these feats were first published within my [Compendium of Feats](#) where you will find many more.

## AERIAL AGGRESSOR

*Prerequisite: The ability to fly*

You are a natural in the air and have trained to fight while flying.

### ATTACK FROM ABOVE

You gain advantage for any melee attack on a grounded foe while you are air bourn.

### AERIAL DEFENCE

You can add your proficiency bonus to your AC when any grounded foe tries to hit you with a melee attack while you are flying.

### AEROBATICS

You can double your Acrobatics proficiency modifier when performing any acrobatic feats while flying.

You do not get the benefits of this feat if you are riding any form of flying animal or vehicle.

## ANIMAL WHISPERER

*Prerequisite: Proficiency in Animal Handling*

You have learned almost everything there is to know about a particular animal type.

You can take this feat more than once with a different type of animal each time.

### ANIMAL HABITS

You gain double your proficiency bonus on any checks when tracking or finding specific knowledge about this animal type.

### ANIMAL NATURE

You can anticipate that animal's reactions in any situation and gain advantage on any contested rolls against this animal type.

### ANIMAL HEALTH

You can use your medicine skill with the chosen animal type to diagnose, stabilise and heal.

## ATTUNEMENT

You have spent so long around magic and magical items that you not only know what makes an item magical, but can attune with ease to the magic of items.

### RECOGNITION

You gain advantage to any arcana skill check when trying to ascertain if an item is magical and what properties it possesses.

### ADDITIONAL ATTUNEMENT

You can attune to an additional magic item.

## SPECIALIST

You have trained specifically in one area of research, knowledge or skill.

You gain double your basic *proficiency bonus* for one basic skill or tool set you already know.

Choose a sub-set of this skill to become a *specialist* in - you have *advantage* on any rolls you make using your specialist skill.

The skill chosen has to be non-combat related.

For example...

- **Acrobatics** : tumbling, safe landing, ...
- **Animal Handling** : animal type, riding, ...
- **Arcana** : spell class, lore, ...
- **Athletics** : swimming, climbing, ...
- **Deception** : bluff, disguise, ...
- **History** : area knowledge, lineage, ...
- **Insight** : detect lies, find things, ...
- **Intimidation** : physical, mind games, ...
- **Investigation** : mechanisms, CSI, ...
- **Medicine** : specific race, poisons, ...
- **Nature** : terrain, herbs, ...
- **Deception** : out of place, hidden doors, ...
- **Performance** : specific instrument, acting, ...
- **Persuasion** : haggling, lying, ...
- **Religion** : deity, area, ...
- **Slight of hand** : palm, escapology, ...
- **Stealth** : soundless, hiding places, ...
- **Survival** : harvesting, tracking, ...

## DIRTY FIGHTER

It's not enough to just land a blow on your opponent: you take every opportunity to follow it up and cripple your opponent when you can.

### DISTRACTION

As your *reaction* you can make a contested *Wisdom* throw against your opponent to gain the upper hand. If you succeed then you can add your *wisdom bonus* to your attack roll for the next *melee strike*.

This ruse can only be used once per opponent in this combat. (They can fall for it again in any future battles).

### LOW BLOW

When you damage an opponent with a *melee* or *brawling* attack you can use your *bonus action* to attempt to **Blind**, **Hobble** or **Cripple** your opponent.

They must make a contested *Constitution* throw against your *Wisdom*. If they succeed, your bonus action was ineffectual.

- **Blind:** Gouge at the eyes, knock a helmet or throw dust in the eyes: Opponent is considered *Blind* until the end of their next round.  
If they are already *blind*, this extends the blindness for an additional number of rounds equal to your *Wisdom modifier*.
- **Hobble:** Stamp on a foot, kick the back of the knees or pop the kneecap: Opponent's movement is halved until the end of their next round.  
If their movement is already halved, opponent becomes *Prone* and movement remains halved until a rest is taken.
- **Cripple:** Using your knee, elbow or head butt to strike in a soft squishy bit: inflict your unarmed strike damage as additional bludgeoning damage.  
If this damage exceeds their Constitution modifier then your opponent becomes *Stunned* for a round.

These manoeuvres only work on humanoid creatures up to one size larger than you with roughly the same physiology.

## PARKOUR

You can use your momentum to move across vertical surfaces, scale walls and land from height with ease.

All of the below features are incorporated as part of your *movement* and do not slow you down. You can use one of these features per movement unless **chained** together in a *dash* action.

### WALL RUN

As part of your movement, you can run along horizontal surfaces that are no longer than half your movement.

### WALL UP

If you have a vertical surface to run up, you can scale up it [strength modifier] in movement without breaking your stride (min 1)

### LEAP

Basic vertical jump height can be taken as 1 movement's worth

Horizontal jump distance can be taken as 3 movement.

(Note: This replaces a character's jump movement and does not require any run-up)

### SCRAMBLE

You can gain an additional 2 movements worth of vertical reach to grab an edge when performing a **Wall Up** or **Leap**. (Any character under 5ft tall only has 1 vertical reach.)

If your character has to scramble up from hanging from an edge this takes one additional movement.

### FLIP

You can use your movement to move through any creature's space as if they were not in it. If they do not see your approach then they cannot take an attack of opportunity on you when you perform this manoeuvre.

### TUCK & ROLL

If you fall three movements worth of distance or less, you take no damage. If any fall you take has an adjacent surface you can make a Dexterity save to take half damage from the fall.

### CHAINED MOVES

If you use a *dash* action, you can chain any of the above features as part of your movement. Each link requires different surface and an Acrobatics proficiency check.

If you performed a *dash* action in the previous round you can continue to link into your movement phase of this turn until you take an action.

If you fail an athletics check or take damage while performing any of the above features, you immediately fall *prone*.

## MASTER OF {MELEE WEAPON}

*Prerequisite: Proficiency with the weapon of choice*

You have become highly skilled in one particular melee weapon you use. This weapon has become an extension to your body and never leaves your side. You have learned the optimal distance for your weapon, how to parry and how to bind your opponent's weapon.

### ATTUNEMENT

If you change specific weapons (of the same *weapon type*) you need to spend a *short rest* practicing with it and getting its balance before any of the below features can be used.

### PROFICIENCY

You gain a +1 to your *weapon proficiency* when using the weapon type selected.

### EXPERT TIMING

When an opponent moves within striking range **or** when they are within striking range and declare an attack, you can use your *reaction* to *ready* your weapon. If your next *action* is a *melee attack*, you gain *advantage* on it.

### PARRY & RIPOSTE

As your *reaction* you can *ready* your weapon to **parry** the next blow: The next incoming *melee attack* triggers your *parry action* where you add your weapon's *proficiency bonus* to your AC. As a *bonus action* you can then make an attack on your opponent.

### FACE-OFF

As your *reaction* you can *ready* your weapon to lock with your opponent's weapon. On your triggered *action* you roll an *attack* with the DC of your opponent's attack.

A failed roll wastes your action for this turn and the attack is resolved as normal.

On a successful roll you *bind* both of your weapons together. While holding a bound weapon, you are both considered *grappled* and can't use that weapon. Dropping the weapon breaks the grapple but also removes the option to *disengage* as an action.

An opposed *Strength roll* is required on each turn the weapons are bound together. This counts as an *attack* and the winner can choose one of the following results:

- Disarm the loser.
- Inflict *Strength bonus* in damage to the loser as you hit them with their own weapon, releasing it.
- Keep weapons bound together.

If you initiate the opposed roll, you have *advantage* on it.

## MASTER OF {RANGE WEAPON}

*Prerequisite: Proficiency with the weapon of choice*

Your skills with your ranged weapon have become legendary; your hands are a blur as you make multiple attacks and you can make attacks with multiple projectiles at once.

### ATTUNEMENT

If you change specific weapons (of the same *weapon type*) you need to spend a *short rest* practicing with it and getting its balance before any of the below features can be used.

### PROFICIENCY

You gain a +1 to the proficiency when using the weapon type selected.

### FAST HANDS

You can use your *bonus action* to make an additional attack with this weapon at the same opponent as your main *attack*.

### DOUBLE LOAD

You can use your *reaction* to prepare two projectiles. On your next attack you launch two attacks at once towards one target (or two targets if they are adjacent to each other). The attacks for each are rolled separately with a -5 to each.

### TRACKED SHOT

If an opponent draws an *attack of opportunity* from you, you can use your *reaction* to prepare your weapon and target them. You can then take a bonus *ranged attack* on this opponent if they move beyond 5ft from you in the same round.

You can take this shot at any point during their move phase as long as they are in your line of sight and within range.

### AMMO STRIKE

You can use your ranged proficiency to make a melee attack with your ammunition.

If the ammunition you use is fired, you cannot add any bonuses or buffs granted from your weapon.

This does not use any ammunition

## SPRINTER

You can turn on a quick burst of speed that few can match.

### FLEET OF FOOT

Increase your *movement speed* by 2 (+10 ft)

### SPRINT

You can **sprint** half your current movement speed as a *bonus action*: Anything that has an effect on your current movement will have a knock-on effect on your **sprint**.

### TURN OF SPEED

You are so quick that any *attacks of opportunity* on you as a result of a *dash* action or **sprint** are at a *disadvantage*.

## UNSTOPPABLE

*Prerequisite: strength of 16 or over*

You have learned to use your strength to power through obstacles and root in place.

### STAT BONUS

Increase your *Strength* by 1 point (to a maximum of 20).

### UNSTOPPABLE BLOW

If you have *advantage* on a melee attack and are using a strength based weapon, you inflict minimum damage of your *strength modifier* to your opponent if you hit or not.

### UNSTOPPABLE MOMENTUM

If you move 10ft in a straight line towards your opponent before making a *strength based attack*, you can double your *strength modifier* to any damage inflicted.

### ROOT

While your feet are on a solid surface you cannot be *shoved* or moved against your will more than 5ft in a turn. Slippery surfaces or being lifted negate this.

## VANDAL

You like to breaking things. You are good at it.

### DESTRUCTIVE URGE

You deal double damage with any melee attacks on inanimate objects.

### WEAK POINT

You have *advantage* on any *intelligence check* to discover the best way to break things.

You also have *advantage* on any attack rolls to hit something in exactly the right spot to inflict the most damage.

You can only use this feat against inanimate objects that are not alive.

## WATER BABY

*Prerequisite: Proficiency in Athletics*

You are as comfortable in the water as you are on land; you are an excellent swimmer and can hold your breath for a really long time

### NATURAL AFFINITY

You gain advantage when performing any proficiency check that involves entering the water, swimming or performing tasks under water.

### SWIMMING

You gain a *swimming speed* of [your *strength modifier* + half your *movement speed*].

### LARGE LUNGS

You can hold your breath for [1 + twice your constitution modifier] minutes.

## CREDITS

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